

Paul O'Donovan

Dublin, Ireland

| Email – paulod24@gmail.com | Phone – 0863353380 | My Portfolio Website - www.paulodonovandev.com |
| GitHub - <https://github.com/paul-od24> | LinkedIn - www.linkedin.com/in/paul-o-donovan/ |

About

As a Computer Science student passionate about software engineering, I strive to use my technical expertise to develop innovative solutions for complex business challenges. I have also strengthened my analytical skills and attention to detail through my experience as a tax associate.

Proficient in Python, JavaScript, and Java, with a solid understanding of agile methodologies, I am ready to make valuable contributions to dynamic software development projects and make a meaningful impact.

Education

University College Dublin

MSc in Computer Science

May 2023 - December 2023

Expected Grade: 1st Class Hons

University College Dublin

Higher Diploma in Computer Science

September 2022 - May 2023

GPA: 3.48/4.2

Relevant Modules: Software Engineering, Python OOP, Java Programming, Databases.

University of Limerick

Bachelor of Business in International Business

September 2017 - May 2021

GPA: 3.57/4 Kemmy Pacific Scholarship Recipient

Work experience

Ernst & Young - Galway, Ireland

FS Tax Consultant – Wealth & Asset Management

September 2021 - August 2022

- Developed the ability to work to strict deadlines, as meeting filing and reporting requirements for clients is essential in this role. I have become adept at managing multiple tasks and projects simultaneously, prioritising my workload, and staying organised to ensure that all deadlines are met.

Brown Brothers Harriman - Luxembourg

Depository Banking Intern

January 2020 - August 2020

- Assisting with fund onboarding, due diligence, compliance monitoring, reconciliations, and report preparation.
- Supporting the depository banking team in monitoring compliance with applicable laws, regulations, and fund documentation.

Projects

NYC Busyness Research Practicum – JavaScript, React.

I am currently leading the frontend development in a group project for my research practicum, focusing on creating an all-in-one application for tourists visiting New York City. Using React and JavaScript, I design the UX and make key design decisions. I integrate APIs to provide event information, weather updates, and maps with routing, ensuring a seamless travel experience.

Dublin Bikes - Python, JavaScript, Flask, MySQL, CSS, HTML.

Developed a web application that utilises APIs to fetch data and display Dublin bike stations on a map. The app incorporates a prediction model, leveraging past usage and weather data, to forecast bike availability. Users can plan their rides more efficiently using this application. More information, including the source code, can be found in my GitHub repository.

Asteroids Game - JavaFX

Created an Asteroids game using JavaFX, inspired by the original game developed by Atari. The game involves programming the player ship's controls, implementing collision detection, and tracking the player's score. It showcases my skills in JavaFX game development and demonstrates my ability to create an engaging gaming experience. Further information and source code is in my GitHub.

